Gold Dragon (Very Young): LG L Dragon (Fire)

HD: 11 (104 hp) **INIT:** +0
AC: 19 (T 9, FF 19) **SPD:** 60 ft., F 200 ft. (Pr), S 60 ft.
ATK: Bite +12 (2d6+8) *and*
2 claws +7 (1d8+5) *and*
2 wings +7 (1d6+5) *and*
tail slap +7 (1d8+10)*
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 40 ft.; 4d10 fire; Ref 18 half; **or** 2 Str dmg; Fort 18 neg), darkvision 120 ft., imm fire, paralysis, and sleep, low-light, reach 10 ft. (bite), vuln cold, wtr breath; *pow atk –3/+3
SV: Fort +10, Ref +9, Will +10
AB: S 21, D 10, Cn 17, I 16, W 17, Ch 16
SK/F: Bluff +10, Dipl +16, Disg +14, Hide –4, Intim +18, Jump +22, Lis +17, Srch +17, Spot +17, Swim +22; Flyby Atk, Hover, Power Atk
CR: 7 **ECL:** 18

Dwarf Caver: LG M Humanoid (Dwarf) Rgr4

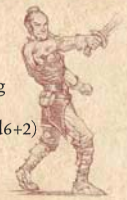
HD: 4 (33 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 25 ft.
ATK: Pick +6 (1d4+3/×4, magic) *and*
pick +6 (1d4+1/×4); or
pick +8 (1d4+3/×4, magic)
SA/SQ: Darkvision 60 ft., dwarf traits, fav enemy (orcs +2), wild emp +5
SV: Fort +7, Ref +7, Will +2
AB: S 14, D 16, Cn 16, I 8, W 13, Ch 12
SK/F: Hide +8, Lis +8, M Sil +8, Spot +8, Surv +8; Endur, Track
SPELLS: 1st—*longstr*
POSS: +1 *chain shirt*, +1 *lt pick*, mwk lt pick
CR: 4

Champion of Yondalla: LG S Humanoid (Halfling) Ftr8

HD: 8 (72 hp) **INIT:** +7
AC: 24 (T 14, FF 21) **SPD:** 15 ft.
ATK: Sword +12/+7 (1d4+5/19–20, magic) *and*
sword +12 (1d4+4/19–20, magic); **or**
sword +14/+9 (1d4+5/19–20, magic)
SA/SQ: Halfling traits
SV: Fort +9, Ref +6, Will +4
AB: S 14, D 16, Cn 14, I 10, W 12, Ch 8
SK/F: Climb +11, Jump +5, Lis +3, M Sil +1, Spot +1; Dodge
POSS: +1 *full plate of nimbleness**, 2 +1 *short swords*
CR: 8

**Magic of Faerûn*

Skullclan Hunter: LG S Humanoid (Halfling) Clr3/Rog3/Htr3*



HD: 9 (65 hp) **INIT:** +7
AC: 20 (T 15, FF 16) **SPD:** 20 ft.
ATK: Falchion +11/+6 (1d6+4/18–20, magic)
SA/SQ: Divine strike* (sneak atk dmg to undead), evasion, halfling traits, imm undead fear, resist electricity 5, sneak atk +3d6, track undead* (+9), trap sense +1, trapfinding, turn undead 2/day (+1, 2d6+2)
SV: Fort +9, Ref +12, Will +9
AB: S 14, D 18, Cn 16, I 10, W 12, Ch 8
SK/F: Bal +6, Hide +10, Jump –1, Lis +12, M Sil +12, Srch +7, Spell +1, Spot +10, Tmbl +12; Dodge, Mobil, Sidestep* (5-ft. step after making AoO)
SPELLS: 0—*cr wtr, det mag, guid, resist*; 1st—*div favor* (2), *entr shld, hide/und* (DC 12); 2nd—*aid, b's strength*. Domains: Storm**, War
POSS: +1 *mithral shirt*, +1 *falchion, am health* +2, *gloves Dex* +2
CR: 9

**Miniatures Handbook*: Htr = skullclan hunter class; ***Player's Guide to Faerûn*

Dwarf Phalanx Soldier: LG M Humanoid (Dwarf) Ftr4

HD: 4 (43 hp) **INIT:** +3
AC: 23 (T 13, FF 20) **SPD:** 20 ft.
ATK: Pick +6 (1d4+1/×4)
SA/SQ: Darkvision 60 ft., dwarf traits
SV: Fort +7, Ref +4, Will +3
AB: S 12, D 16, Cn 16, I 13, W 10, Ch 6
SK/F: Climb +4, Jump –2, Lis +0, Spot +3; Cbt Expert, Dodge, Phalanx Fighting* (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting)
POSS: +1 *breastplate*, +1 *hvy steel shield*, mwk lt pick
CR: 4

**Complete Warrior*

Couatl: LG L Outsider (Native)

HD: 9 (58 hp) **INIT:** +7
AC: 21 (T 12, FF 18) **SPD:** 20 ft., F 60 ft. (G)
ATK: Bite +12 (1d3+6 plus poison)
SA/SQ: Constrict 2d8+6, darkvision 60 ft., ether jaunt (16 rds), imp grab (grp +17, constrict), poison (Fort 16, 2d4 Str/4d4 Str)
SV: Fort +8, Ref +9, Will +10
AB: S 18, D 16, Cn 14, I 17, W 19, Ch 17
SK/F: Conc +14, Dipl +17, Lis +16, S Mot +16, Spell +15, Spot +16, Tmbl +15, Use Mag Dev +15; Dodge, Emp Spell, Hover
SPELLS: Known (6/7/7/7/4): 1st—*end elements, mag armor, obs mist, prot chaos, tr strike*; 2nd—*cure mod* (DC 15), *scorch ray* (+11 rg touch), *res energy, snake's swiftness** (35 ft., immediate extra attack); 3rd—*gas form, mag circ evil, summ mon III*; 4th—*free move, legion's undeniable gravity** (760 ft., 20-ft. radius, ground flying creatures; DC 17) (Spell-Like Abilities; CL 9th) At will—*det chaos/evil/good/law, det thgts* (DC 15), *invis, plane shift* (DC 20), *pmorph* (self only)
CR: 10 **ECL:** 16

**Miniatures Handbook*

Soldier of Thrane: LN M Humanoid (Human) Ftr1

HD: 1 (12 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 20 ft.
ATK: Sword +2 (1d10+2/19–20); **or**
bow +2 rg (1d6×3; AC 15)
SA/SQ: AP 3*
SV: Fort +4, Ref +1, Will +1
AB: S 15, D 12, Cn 14, I 10, W 13, Ch 8
SK/F: Climb –8, Jump –14, Lis +1, Ride +5, Spot +1; Pow Atk
POSS: Scale mail, tower shield, bastard sword, shortbow, quiver w/ 20 arrows, 2 sunrods, silk rope, grappling hook, crowbar, 43 gp
CR: 1

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**Eberron™ Campaign Setting*

Dwarf Samurai: LG M Humanoid (Dwarf) Sam7*

HD: 7 (71 hp) **INIT:** +1
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Sword +10/+5 (1d10+4/19–20, magic) *and*
sword +9 (1d6+2/19–20, magic); **or**
sword +12/+7 (1d10+5/19–20, magic)
SA/SQ: Darkvision 60 ft., dwarf traits, kiai smite 2/day* (free; +2 atk, dmg), staredown* (try to demoralize, Intim check)
SV: Fort +8, Ref +3, Will +3
AB: S 16, D 12, Cn 16, I 10, W 13, Ch 15
SK/F: Conc +13, Intim +16, Lis +1, Spot +1; Dodge, Quick D
POSS: +2 *half-plate*, +1 *katana**, +1 *wakizashi**
CR: 7

**Complete Warrior*: Sam = samurai class

Dwarf Artificer: LG M Humanoid (Dwarf) Art1*

HD: 1 (8 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 20 ft.
ATK: Mace +0 (1d8)
SA/SQ: AP6*; artificer know +3* (1 min., DC 15, magic aura), darkvision 60 ft., Srch/D Dev as rogue, dwarf traits
SV: Fort +2, Ref +1, Will +1
AB: S 10, D 13, Cn 14, I 15, W 8, Ch 12
SK/F: Conc +6, D Dev +6, Know (arc) +4, Know (arch/eng) +4, Lis –1, Open L +5, Srch +6, Spot –1, Use Mag Dev +5 (+7 scrolls)
SPELLS: Infusions* (3): 1st—*l armor enhance* (+1), *energy alter* (change type), *enhance alter* (atk bonus to AC, vice versa), *identify, inflict lt dmg* (+0 touch, 1d8+1), *light, mag stone, mag vest, mag wpn, personal wpn augment* (+1, own wpn), *repair lt dmg* (1d8+1), *resist item* (+1 saves), *shld faith, skill enhance* (+2), *spell storing item* (1 spell)
POSS: Studded leather, hvy mace, lt crossbow, 10 bolts, thieves' tools, silk rope, grappling hook, caltrops, flask of acid, 13 gp **CR:** 1

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**Eberron™ Campaign Setting*: Art = artificer class

Dark Traveler: CG M Humanoid (Human) Psw8*

HD: 8 (63 hp) **INIT:** +2
AC: 20 (T 11, FF 19) **SPD:** 30 ft.
ATK: Sword +12/+7 (1d10+5/19–20, magic)
SV: Fort +8, Ref +4, Will +3
AB: S 16, D 14, Cn 14, I 8, W 13, Ch 12
SK/F: Autohypnosis* +11, Conc +10, Jump +3, Lis +1, Spot +1; Leadership 9, Gr Psionic Weapon* (+4d6 dmg next atk)
SPELLS: Psionics* (27 pp)—*astral traveler* (1 pp, touch, join astral caravan), *body purif* (8 pp, personal, restore 7 ability pts), *burst* (1 pp, swift; +10 ft., 1 rd), *spec energy adapt* (3 pp, resist 10, 80 min.), *exhal black dragon* (7 pp, 45 ft., +8 rg touch, 4d6 acid), *hammer* (8 pp, +9 touch, 1d8 dmg, 8 rds), *vampiric blade* (5 pp, heal 1/2 dmg dealt, 8 rds), *vigor* (8 pp, +40 hp, 8 min.)
POSS: +1 *banded mail*, mwk hvy crystal shield, +2 *crystal bastard sword*, *boots stri/spr*
CR: 8

**Expanded Psionics Handbook:* Psw = psychic warrior class

Celestial Dire Badger: NG M Magical Beast (Aug Animal, Extraplanar)

HD: 3 (28 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 30 ft., B 10 ft.
ATK: 2 claws +4 (1d4+2) *and* bite –1 (1d6+1)
SA/SQ: Darkvision 60 ft., low-light, rage (once damaged; +4 Str, +4 Con, +2 Will, –2 AC; can't end voluntarily), resist acid 5, cold 5, and electricity 5, scent, smite evil 1/day (+3 dmg), SR 8
SV: Fort +7, Ref +6, Will +4
AB: S 14, D 17, Cn 19, I 3, W 12, Ch 10
SK/F: Lis +6, Spot +6; Track
CR: 2

Valorous Prince: LG M Humanoid (Human) Ari1/Pal5

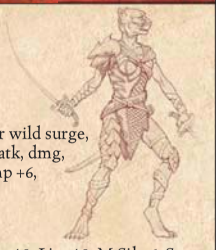
HD: 6 (55 hp) **INIT:** +1
AC: 21 (T 14, FF 20) **SPD:** 30 ft.
ATK: Sword +9 (1d10+3/19–20, magic, ghost touch)
SA/SQ: Aura of courage (allies within 10 ft., +4 saves against fear), *det evil*, div health (imm disease), lay on hands 10, smite evil 2/day(+2 atk, +5 dmg), SR 13, turn undead 5/day (+4, 2d6+4, 2nd)
SV: Fort +13, Ref +8, Will +10
AB: S 14, D 12, Cn 16, I 13, W 12, Ch 15
SK/F: Dipl +15, Intim +6, Lis +2, Ride +10, S Mot +9, Spot +5; Cbt Expert, Leadership 8
SPELLS: 1st—*cure lt* (DC 12)
POSS: *+1 chain shirt, +1 buckler of SR 13, ring prot +3, +1 ghost touch bastard sword, am health +2, belt of one mighty blow** (mighty blow 1/day: sword +2d6, swift), *boots of charging** (powerful charge +1d8), *cloak resist +4*, scepter
CR: 5 **Miniatures Handbook*

Dragonblade Ninja: CG M Humanoid (Human) Nin6*

HD: 6 (29 hp) **INIT:** +7
AC: 16 (T 16, FF 13) **SPD:** 40 ft.
ATK: Sword +7 (1d6+2/19–20, magic plus poison); **or** shuriken +7 rg (1d2+1 plus poison)
SA/SQ: Ghost step* (1 *ki* use, swift: invis 1 rd), great leap (long jump as running, +4 Jump), *ki* dodge* (1 *ki* use, swift: conceal 1 rd) *ki* power 5/day, poison (Fort 14, 1d6 Dex/1d6 Dex), poison use, sudden strike +3d6* (as sneak atk except when flanking), trapfinding
SV: Fort +2, Ref +8, Will +6
AB: S 13, D 16, Cn 10, I 12, W 14, Ch 8
SK/F: Bal +14, Climb +12, Esc +7, Hide +12, Jump +12, Lis +11, M Sil +12, Srch +6, Spot +11, Tmbl +16; Dodge
POSS: *+1 short sword*, 5 shuriken, *sandals str/spr*, 5 doses giant wasp poison
CR: 6

**Complete Adventurer:* Nin = ninja class

Catfolk* Wilder: CG M Humanoid (Catfolk) Rgr2/Wld6**



HD: 8 (57 hp) **INIT:** +4
AC: 18 (T 18, FF 14) **SPD:** 40 ft.
ATK: Rapier +9/+4 (1d6+2/18–20, magic) *and* sword +9 (1d6/19–20); **or** rapier +11/+6 (1d6+2/18–20, magic)
SA/SQ: Fav enemy (animals +2), low-light, psy enerv** (after wild surge, 10%: dazed 1 rd, –6 pp) surg euphoria** (after wild surge, +1 atk, dmg, saves, 2 rds), volatile mind** (+1 pp to affect wilder), wild emp +6, wild surge +2** (free, +2 man lvl)
SV: Fort +7, Ref +9, Will +5
AB: S 13, D 18, Cn 14, I 10, W 10, Ch 18
SK/F: Autohypnosis +11**, Bal +9, Conc +11, Hide +7, Jump +10, Lis +10, M Sil +6, Spot +10, Tmbl +15; Dodge, Track
SPELLS: Psionics** (47 pp)—*body adjust* (7 pp, heal 3d12), *decel* (5 pp, 65 ft., 1/2 spd, 8 min.; DC 15), *mind thrust* (6 pp, 50 ft., 8d10; DC 18 neg), *spec energy adapt* (3 pp, resist 10, 1 hr.)
POSS: *+1 leather, +1 rapier*, mwk short sword, *am health +2, boots of landing*** (–2d6 falling), *pot blur, pot e's splendor* **CR:** 8 **ECL:** 9

**Miniatures Handbook*; ***Expanded Psionics Handbook*: Wld = wilder class

Warforged* Wizard: NG M Construct (Living Construct)* Wiz1

HD: 1 (6 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 30 ft.
ATK: Staff +0 (1d6); **or** slam +0 (1d4); **or** crossbow +2 rg (1d8/19–20)
SA/SQ: AP 3*; darkvision 60 ft., lt fortification, summon familiar, warforged traits*
SV: Fort +2, Ref +2, Will +2
AB: S 10, D 14, Cn 15, I 15, W 10, Ch 6
SK/F: Conc +6 (+10 cast def), D Script +6, Know (arcana) +6, Spell +6
SPELLS: (5% failure) 0—*det mag, flare* (DC 12), *ray frost* (+2 rg touch), *tch fatigue* (+0 touch; DC 12); 1st—*mag missile, shock grp* (+0 touch)
POSS: Quarterstaff, lt crossbow, case w/ 10 bolts, 2 sunrods
CR: 1

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Goliath* Barbarian: CG M Monstrous Humanoid Bbn6

HD: 6 (62 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 40 ft.
ATK: Axe +12/+7 (3d6+7/×3)
SA/SQ: Darkvision 60 ft., imp uncanny dodge, mountain movement* (no penalty on accelerated climb, Jump DCs as running), rage 2/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +2
SV: Fort +8, Ref +2, Will +3
AB: S 20, D 11, Cn 16, I 10, W 12, Ch 8
SK/F: Climb +13, Jump +14, Lis +5, Spot +5, S Mot +3, Surv +10; Auspicious Marking* (+2 Cha checks w/ goliaths, reroll stabilize 1/rd), Markings of the Warrior* (3/day, reroll atk), Pow Atk
POSS: St leather, L mwk greataxe, 3 *pot cure ser*, 2 *pot neut poison*, 2 *pot rem disease*
CR: 6 **EL:** 7

**Races of Stone*

Centaur Hero: NG L Monstrous Humanoid Ftr5

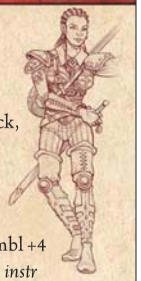
HD: 9 (94 hp) **INIT:** +4
AC: 18 (T 13, FF 14) **SPD:** 50 ft.
ATK: Sword +16/+11 (3d6+10/19–20, magic) *and* 2 hooves +9 (1d6+3); **or** bow +15/+10 rg (2d6+8/×3, magic)
SA/SQ: Darkvision 60 ft.
SV: Fort +9, Ref +9, Will +7
AB: S 23, D 18, Cn 18, I 10, W 11, Ch 10
SK/F: Intim +8, Jump +16, Lis +7, Spot +7; Pt Blk Shot, Prec Shot
POSS: Leather, +1 *greatsword*, +2 *comp longbow* (+6 Str bonus), quiver w/ 20 arrows
CR: 8 **EL:** 11

Whirling Steel Monk: LG M Humanoid (Human) Ftr1/Mnk6

HD: 7 (44 hp) **INIT:** +4
AC: 18 (T 17, FF 14) **SPD:** 50 ft.
ATK: Sword +8/+8 (1d8+4/19–20, magic); **or** sword +9 (1d8+4/19–20, magic); **or** unarmed strike +7/+7 (1d8+3, magic); **or** unarmed strike +8 (1d8+3, magic)
SA/SQ: Evasion, purity of body (imm disease), slow fall 30 ft., still mind, stunning fist 6/day (DC 15)
SV: Fort +8, Ref +9, Will +7
AB: S 14, D 18, Cn 12, I 12, W 14, Ch 12
SK/F: Bal +13, Esc +9, Intim +5, Jump +19, Lis +10, Spot +10, Tmbl +15; Cbt Reflex, Defl Arrows, Dodge, Imp Disarm, Stand Still* (AoO, stop foe on hit instead of dmg, DC 10 + dmg roll)
POSS: *Amulet nat armor +1, +1 longsword, gloves Dex +2*
CR: 7

**Expanded Psionics Handbook*

Voice of Battle: CG M Humanoid (Human) Brd1



HD: 1 (6 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Sword +1 (1d8+1/19–20)
SA/SQ: AP 3*; bard know +0, bard music 5/day—countersong (30 ft., Perf check, counter sound-based effects), *fascinate* (Perf check, 90 ft., see/hear, no actions; Will neg, DC = Perform result), inspire courage (within hearing, +1 atk, +1 dmg)
SV: Fort +0, Ref +4, Will +3
AB: S 13, D 14, Cn 10, I 8, W 12, Ch 15
SK/F: Bluff +6, Conc +4, Dipl +6, Gather Inf +6, Perf (string) +9, Tmbl +4
SPELLS: Known (2): 0—*daze* (DC 12), *det magic*, *lull* (DC 12), *summ instr*
POSS: Chain shirt, longsword, lute, 6 gp
CR: 1

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Rask, Half-Orc Chainfighter: CG M Humanoid (Orc) Bbn2/Ftr4/Ewm2*

HD: 8 (67 hp) **INIT:** +1
AC: 16 (T 11, FF 16) **SPD:** 40 ft.
ATK: Spiked chain +13/+13/+8 (2d4+10, magic); **or** spiked chain +15/+10 (2d4+10, magic)
SA/SQ: Darkvision 60 ft., rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft. (spiked chain), trip attack* (+10, no AoO), uncanny dodge
SV: Fort +11, Ref +2, Will +1
AB: S 18, D 13, Cn 12, I 13, W 10, Ch 6
SK/F: Intim +8, Jump +11, Lis +9, Spot +0, Surv +4, Swim +11; Cbt Expert, Imp Trip
POSS: +1 *chain shirt*, +2 *spiked chain*
CR: 8

**Complete Warrior*: Ewm = exotic weapon master class

Greenfang Druid: CN M Humanoid (Human) Drd10

HD: 10 (68 hp) **INIT:** +4
AC: 21 (T 10, FF 21) **SPD:** 20 ft.
ATK: Scimitar +10/+5 (1d6+3/18–20, magic plus 2d6 disruption/1d6 to wielder)
SA/SQ: Resist nature's lure, trackless step, venom immunity, wild emp +9, wild shape 4/day (S to L animal), woodland stride
SV: Fort +8, Ref +3, Will +11
AB: S 14, D 10, Cn 13, I 12, W 19, Ch 8
SK/F: Heal +17, Lis +17, Spot +17, Spell +14, Surv +19; Cheetah's Speed* (1 wild shape: 50 ft., charge 10 × spd 1/hr., 1 hr.), Lion's Pounce* (1 wild shape, free: full atk on charge), Track
SPELLS: 1st—*cure lt*, *longstr*, *prod flame*, *spk animals* (2); 2nd—*bark*, *res energy* (2), *summ swarm*, *wood shp*; 3rd—*gr mag fang* (3), *prot energy*; 4th—*fl strike* (DC 18), *ice storm* (3); 5th—*gr vigor** (2) (touch, fast heal 4, 20 rds)
POSS: +1 *ironwood half-plate*, +1 *hvy wooden shield*, +1 *vicious scimitar*, *periapt Wis* +2, scroll *ctrl wtr*, *pot cure lt* **CR:** 10

**Complete Divine*

Dire Bear: N L Animal

HD: 12 (105 hp) **INIT:** +1
AC: 17 (T 10, FF 16) **SPD:** 40 ft.
ATK: 2 claws +19 (2d4+10) *and* bite +13 (2d8+5)
SA/SQ: Imp grab (grp +23), low-light, scent
SV: Fort +12, Ref +9, Will +9
AB: S 31, D 13, Cn 19, I 2, W 12, Ch 10
SK/F: Lis +10, Spot +10, Swim +13; Endur, Run
CR: 7

Renegade Warlock: CN M Humanoid (Human) Wlk6*

HD: 6 (47 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Spear +5 (1d8+1/×3); **or** rg touch +7 (spell-like abilities)
SA/SQ: Deceive item* (take 10 Use Mag Dev, rushed or threatened), *det mag*, DR 1/cold iron
SV: Fort +5, Ref +7, Will +7
AB: S 12, D 16, Cn 16, I 8, W 10, Ch 13
SK/F: Conc +7, Intim +4, Lis +0, Spell +4, Spot +0, Use Mag Dev +4; Dodge
SPELLS: (Spell-Like Abilities) *eldritch blast** (60 ft., 3d6), *eldritch spear** (as *eldritch blast*, 250 ft.), *entropic warding** (personal, as *entr shld*, *pass w/o trace*), *fell flight** (personal, fly 30 ft., 6 rds)
POSS: Chain shirt, spear, *am health* +2, 3 pot cure mod
CR: 6

**Complete Arcane*: Wlk = warlock class

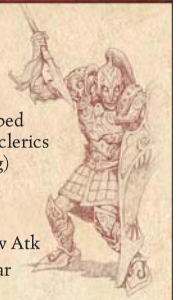
Griffon: N L Magical Beast

HD: 7 (59 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., F 80 ft. (Av)
ATK: Bite +11 (2d6+4) *and* 2 claws +8 (1d4+2)
SA/SQ: Darkvision 60 ft., low-light, pounce (can rake), rake 1d6+2 (+8), scent
SV: Fort +8, Ref +7, Will +5
AB: S 18, D 15, Cn 16, I 5, W 13, Ch 8
SK/F: Jump +8, Lis +6, Spot +10
CR: 4

Timber Wolf: N M Animal

HD: 3 (19 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 50 ft.
ATK: Bite +4 (1d6+1)
SA/SQ: Low-light, scent, trip (bite, +1, no AoO)
SV: Fort +5, Ref +5, Will +2
AB: S 13, D 15, Cn 15, I 2, W 12, Ch 6
SK/F: Hide +3, Lis +5, M Sil +3, Spot +5, Surv +1 (+5 tracking by scent); Track
CR: 1

Undying Soldier*: NG M Deathless*



HD: 4 (26 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Spear +5 (1d6+2); **or** spear +3 rg (1d6+2)
SA/SQ: Darkvision 60 ft., deathless traits* (as undead, but helped by pos energy, harmed by neg; good clerics rebuke/cmd, evil clerics turn/destroy), DR 5/targath*, smite evil 1/day (+1 atk, +4 dmg)
SV: Fort +1, Ref +1, Will +5
AB: S 14, D 10, Cn —, I 11, W 13, Ch 13
SK/F: Climb +5, Jump –1, Lis +8, Spot +8; B-Fight, Cleave, Pow Atk
POSS: Mwk breastplate, mwk hvy steel shield, mwk shortspear
CR: 2

*Eberron™ *Campaign Setting*

Ibixian (Goatfolk)*: N M Monstrous Humanoid

HD: 3 (16 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Axe +6 (1d12+3/×3); **or** head butt +5 (1d6+2); **or** axe +6 (1d12+3/×3) *and* head butt +0 (1d6+1)
SA/SQ: Darkvision 60 ft., pack fervor* (within 30 ft. of another ibixian, +1 atk, +1 dmg, +4 saves against fear)
SV: Fort +2, Ref +3, Will +2
AB: S 15, D 11, Cn 13, I 8, W 8, Ch 10
SK/F: Intim +4, Lis +4, Spot +4
POSS: Studded leather, greataxe
CR: 2 **EL:** 4

**Monster Manual III*

Goblin Adept : NE S Humanoid (Goblinoid) Adp4

HD: 4 (14 hp) **INIT:** +1
AC: 13 (T 12, FF 12) **SPD:** 30 ft.
ATK: Spear +2 (1d4–1); **or** spear +4 rg (1d4–1)
SA/SQ: Darkvision 60 ft.
SV: Fort +0, Ref +2, Will +6
AB: S 8, D 13, Cn 9, I 12, W 14, Ch 6
SK/F: Conc +6, Hide +5, Lis +4, M Sil +5, Ride +5, Spell +8, Spot +4; Dodge
SPELLS: 0—*det mag, ghost s* (DC 12), *r mag*; 1st—*b hands* (2; DC 13), *sleep* (DC 13); 2nd—*cure mod* (DC 14)
POSS: Am *nat armor* +1, shortspear
CR: 3

Aspect of Nerull*: NE L Outsider (Evil, Extraplanar)

HD: 16 (126 hp) **INIT:** +9
AC: 22 (T 14, FF 17) **SPD:** 40 ft.
ATK: Scythe +20/+15/+10/+5 (2d6+5/×4, evil, magic)
SA/SQ: Darkvision 60 ft., DR 5/epic, reach 10 ft.
SV: Fort +13, Ref +15, Will +18
AB: S 17, D 20, Cn 17, I 24, W 26, Ch 21
SK/F: Bluff +24, Intim +26, Lis +27, Srch +26, S Mot +27, Spot +27; Cbt Reflex, Dodge
SPELLS: (Spell-Like Abilities) At will—*inflict crit* (+18 touch, DC 22; CL 16th)
POSS: +1 *scythe*
CR: 12

*Miniatures Handbook

Giant Frog*: N M Animal

HD: 3 (28 hp) **INIT:** +0
AC: 14 (T 10, FF 14) **SPD:** 20 ft., S 20 ft.
ATK: Bite +6 (2d6+6); **or** tongue +2 rg (grapple)
SA/SQ: Imp grab (tongue, grp +6, swallow), low-light, swallow whole (S or smaller, 2d6+6 plus 6 acid; AC 12, 10 hp)
SV: Fort +7, Ref +3, Will +0
AB: S 18, D 11, Cn 18, I 2, W 9, Ch 6
SK/F: Hide +4, Jump +8, Lis +1, Spot +1, Swim +12
CR: 3

*Return to the Temple of Elemental Evil

Grell*: NE M Aberration

HD: 5 (32 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 5 ft., F 30 ft. (Pf)
ATK: 10 tentacles +4 (1d4+1 plus paralysis) *and* bite –1 (2d4)
SA/SQ: Blindsense 60 ft., imm electricity and paralysis, imp grab (grp +20, tentacles can be sundered when grappling, 10 hp, 5 hp to grell, regrow 1 day), paralysis (4 rds; Fort 14 neg), reach 10 ft. (tentacle)
SV: Fort +3, Ref +3, Will +4
AB: S 12, D 15, Cn 14, I 10, W 11, Ch 9
SK/F: Hide +10, Lis +4, M Sil +10, Spot +4; Flyby Atk
CR: 3 **EL:** 9

*Monster Manual II

Beholder: LE L Aberration

HD: 11 (93 hp) **INIT:** +6
AC: 26 (T 11, FF 24) **SPD:** 5 ft., F 20 ft. (G)
ATK: Eye rays +9 rg touch *and* bite +2 (2d4)
SA/SQ: All-around vision (can't be flanked), antimagic cone (150 ft., as *antimagic field*; CL 13th), darkvision 60 ft., eye rays (3/rd per target, 150 ft., DC 17, CL 13th: as *charm mons, charm per, disint, fear, fing death, flesh/ stone, inflict mod, sleep* [1 creature, no HD limit], *slow* [1 creature], *tkinesis* [up to 325 lb.])
SV: Fort +9, Ref +5, Will +11
AB: S 10, D 14, Cn 18, I 17, W 15, Ch 15
SK/F: Hide +12, Lis +18, Srch +21, Spot +22; Flyby Atk
CR: 13

Wood Woad*: N M Plant

HD: 8 (60 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 30 ft., C 20 ft.
ATK: Club +9/+4 (1d6+3); **or** club +7 rg (1d6+3)
SA/SQ: Low-light, plant traits, treewalk* (free, tport btwn trees within 60 ft.), vuln fire, *warp wood* (at will, DC 13; CL 8th)
SV: Fort +9, Ref +5, Will +3
AB: S 17, D 12, Cn 16, I 7, W 12, Ch 8
SK/F: Bal +5, Climb +9, Hide +7 (+11 woods), Lis +3, M Sil +4, Spot +4, Surv +4; Track
CR: 4 **EL:** 11

*Monster Manual III

Grim Necromancer: LE M Humanoid (Human) Wiz5

HD: 5 (22 hp) **INIT:** +1
AC: 11 (T 11, FF 10) **SPD:** 30 ft.
ATK: Dagger +1 (1d4–1/19–20)
SV: Fort +2, Ref +2, Will +4
AB: S 8, D 13, Cn 12, I 16, W 10, Ch 14
SK/F: Conc +9, Lis +6, Spell +13, Spot +6; Bolster Resistance* (created undead get +4 turn resist), Corpsecrafter* (created undead get +4 Str, +2 hp/HD), Craft Wand
SPELLS: 0—*acid spl* (4; +4 rg touch), *tch fatigue* (+1 touch, DC 13); 1st—*mag armor, mag missile, ray enfeeble* (2; +3 rg touch), *summ undead I** (M skeleton or S zombie); 2nd—*cmd und* (DC 15), *scare* (2; DC 15), *summ undead II** (L skeleton or M zombie); 3rd—*summ undead III** (2) (ghoul, H skeleton, or L zombie), *vamp tch* (+1 touch)
POSS: Dagger, *wand curse of impending blades*** (47 charges; 150 ft., –2 AC, 5 min.)
CR: 5

*Libris Mortis; **Miniatures Handbook

Death Knight*: LE M Undead (Aug Hum [Human]) Ftr7/Blk3

HD: 10 (65 hp) **INIT:** +5
AC: 26 (T 11, FF 25) **SPD:** 20 ft.
ATK: Sword +19/+14 (2d6+12/19–20, magic); **or** touch +15 (1d8 plus 1 Con, magic; DC 15 half, neg Con)
SA/SQ: Abyssal blast 1/day* (800 ft., 20-ft. radius, 5d6 fire + 5d6 divine; Ref 15 half), aura of despair* (10 ft., –2 saves), darkvision 60 ft., *det good*, DR 10/magic, fear aura* (15 ft., 5 HD and below, *fear*; Will 15 neg, CL 10th), imm cold, electricity, pmorph, and turning, smite good 1/day (+3 dmg), SR 20, undead traits
SV: Fort +8, Ref +4, Will +5
AB: S 21, D 13, Cn —, I 10, W 14, Ch 10
SK/F: Climb +3, Dipl +5, H Animal +3, Hide +1, Intim +4, Jump –2, Lis +2, Ride +6, Spot +2; Cleave, Dodge, Gr Cleave, Imp Sunder, Mobil, Pow Atk
SPELLS: 1st—*doom* (DC 13), *inflict lt* (+15 touch, DC 13); 2nd—*b's strength*
POSS: +2 *full plate*, +3 *greatsword* **CR:** 13 **EL:** 18

*Monster Manual II

Ambush Drake*: NE M Dragon

HD: 7 (73 hp) **INIT:** +6
AC: 18 (T 12, FF 16) **SPD:** 40 ft., F 30 ft. (Pr)
ATK: Bite +10 (1d8+3 plus poison) *and* 2 claws +8 (1d6+1)
SA/SQ: Breath wpn 1/1d4 rds (cone, 30 ft.; slow 7 rds; Will 17 neg), darkvision 60 ft., imm ambush drake breath, paralysis, and sleep, low-light, poison (Fort 17, 1d6 Dex/1d6 Dex), scent, SR 16, telepathic link 30 ft.* (not flanked or flat-footed unless all are)
SV: Fort +9, Ref +7, Will +5
AB: S 16, D 15, Cn 18, I 7, W 10, Ch 9
SK/F: Hide +16, Lis +12, M Sil +12, Spot +12
CR: 5

*Monster Manual III

Spellstitched* Hobgoblin Zombie: LE M Undead

HD: 2 (21 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 30 ft. (can't run)
ATK: Slam +4 (1d6+4)
SA/SQ: Darkvision 60 ft., single actions only, SR 10, undead traits, +2 turn resist
SV: Fort +2, Ref +3, Will +5
AB: S 17, D 13, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
SPELLS: (Spell-Like Abilities; CL 2nd)
3/day—*chill touch* (+4 touch; DC 11); 1/day—*obs mist*
CR: 1

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Skeletal Dwarf: NE M Undead

HD: 1 (6 hp) **INIT:** +7
AC: 22 (T 13, FF 19) **SPD:** 15 ft.
ATK: Axe +2 (1d10+2/×3)
SA/SQ: DR 5/bludg, darkvision 60 ft., imm cold, undead traits
SV: Fort +0, Ref +3, Will +2
AB: S 15, D 16, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: Breastplate, hvy steel shield, dwarven waraxe
CR: 1/3

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Kruthik Hatchling*: LE S Magical Beast

HD: 4 (26 hp) **INIT:** +6
AC: 19 (T 17, FF 13) **SPD:** 50 ft.
ATK: 2 claws +11 (1d6+1)
SA/SQ: Darkvision 60 ft., keen scent (180 ft.), low-light
SV: Fort +5, Ref +10, Will +2
AB: S 13, D 22, Cn 13, I 4, W 13, Ch 10
SK/F: Hide +17 (+25 vegetation), Jump +17, Lis +4, M Sil +13, Spot +3
CR: 2

**Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Des Hanley

Thaskor*: LE L Outsider (Extraplanar)

HD: 13 (123 hp) **INIT:** +0
AC: 28 (T 9, FF 28) **SPD:** 40 ft.
ATK: Slam +22 (2d8+15)
SA/SQ: Darkvision 60 ft, DR 5/—, imm poison, reach 10 ft., resist acid 10, cold 10, electricity 10, and fire 10, SR 18, trumpeting blast 1/1d4 rds (free, cone, 10 ft.; stun 1 rd; DC 21)
SV: Fort +13, Ref +10, Will +11
AB: S 31, D 10, Cn 21, I 12, W 13, Ch 16
SK/F: Bluff +19, Conc +21, Dipl +23, Intim +21, Lis +17, Srch +17, S Mot +17, Spot +17, Surv +17; Cleave, Imp Sunder, Pow Atk, Powerful Charge* (+2d6)
CR: 9

**Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Des Hanley

Skullcrusher Ogre*: NE L Giant Ftr3

HD: 8 (60 hp) **INIT:** +0
AC: 20 (T 9, FF 20) **SPD:** 30 ft.
ATK: Morningstar +12/+7 (2d6+7); **or**
morningstar +8/+3 (2d6+7) *and* shield bash +8 (1d8+3); **or**
rock +6 rg (2d6+7)
SA/SQ: Darkvision 60 ft., low-light, reach 10 ft.
SV: Fort +9, Ref +2, Will +2
AB: S 25, D 11, Cn 17, I 10, W 10, Ch 9
SK/F: H Animal +4, Intim +1, Lis +0, Ride +7, Spot +0; Imp Grp, Mount Cbt, Pow Atk
POSS: Spiked half-plate, spiked hvy shield, morningstar
CR: 5 **EL:** 11

**Monster Manual III*

D&D ROLEPLAYING STATS Illus. Vinod Rams

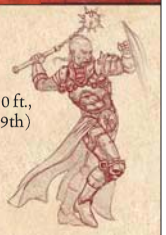
Blue Dragon (Young): LE M Dragon (Earth)

HD: 12 (102 hp) **INIT:** +0
AC: 21 (T 10, FF 21) **SPD:** 50 ft., B 30 ft., F 170 ft. (Pr)
ATK: Bite +15 (1d8+3) *and*
2 claws +13 (1d6+1) *and*
2 wings +13 (1d4+1)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 60 ft.; 6d8 electricity; Ref 18 half), *cr/dest water* 3/day (DC 17; CL 3rd), darkvision 120 ft., imm electricity, paralysis, and sleep, low-light
SV: Fort +10, Ref +8, Will +9
AB: S 17, D 10, Cn 15, I 12, W 13, Ch 12
SK/F: Bluff +7, Dipl +18, Intim +18, Lis +16, Srch +16, Spot +16; Flyby Atk, Hover, Power Climb* (move full spd while gaining altitude, straight line only)
CR: 6 **EL:** 17

**Draconomicon*

D&D ROLEPLAYING STATS Illus. Des Hanley

Warpriest of Hextor: LE M Humanoid (Human) Clr7/Wrp2*



HD: 9 (46 hp) **INIT:** +3
AC: 19 (T 9, FF 19) **SPD:** 20 ft.
ATK: Flail +11/+6 (1d8+3, magic)
SA/SQ: Inflame +2 (full rd, +2 saves charm and fear, 7 min.), rally (60 ft., other allies reroll fear save at +2), rebuke undead 5/day (+4, 2d6+11, 9th)
SV: Fort +8, Ref +3, Will +8
AB: S 14, D 8, Cn 10, I 12, W 16, Ch 14
SK/F: Conc +12 (+16 cast def), Dipl +12, Intim +6, Lis +3, S Mot +8, Spell +11, Spot +3; Cbt Reflex, Leadership 11
SPELLS: 1st—*bane* (2; DC 15), *cmd* (DC 15), *cure lt* (2), *div favor*; 2nd—*b's strength, res energy, spirit wpn, wave of grief** (2; cone, 45 ft., –3 atk, saves, chks, 8 rds; DC 16); 3rd—*cure ser, disp mag, suggest* (DC 17), wrack* (2; 45 ft., 1 humanoid, blind and helpless 8 rds, shaken 3d10 min.; DC 16); 4th—*dom per* (DC 18), *div pwr, energy vortex** (20-ft. radius, 1d8+8, or 2d8+16, dmg caster; DC 17). Domains: Domination*, Law, War
POSS: *+1 half-plate*, mwk hvy steel shield, *+1 flail, bag of holding III, cloak of elemental protection*** (swift, resist 10), *2 pot cure ser* **CR:** 9

**Complete Divine*: Wpt = warpriest class; ***Miniatures Handbook*

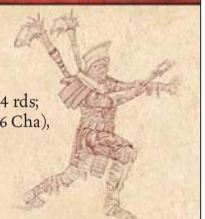
D&D ROLEPLAYING STATS Illus. Des Hanley

Spectre: LE M Undead (Incorporeal)

HD: 7 (45 hp) **INIT:** +7
AC: 15 (T 15, FF 13) **SPD:** 40 ft., F 80 ft. (Pf)
ATK: Touch +6 (1d8 plus energy drain)
SA/SQ: Create spawn (spectre, from humanoid, 1d4 rds), darkvision 60 ft., energy drain (2 neg levels, +10 hp; Fort 15 removes), incorporeal traits, sunlight powerlessness (can't atk, single actions only), undead traits, unnatural aura (panic animals, 30 ft.), +2 turn resist
SV: Fort +2, Ref +5, Will +7
AB: S —, D 16, Cn —, I 14, W 14, Ch 15
SK/F: Hide +13, Intim +12, Lis +14, Srch +12, Spot +14; B-Fight
CR: 7

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Mummy Lord: LE M Undead Clr10



HD: 18 (97 hp) **INIT:** +5
AC: 27 (T 10 11, FF 26) **SPD:** 25 ft.
ATK: Slam +20 (1d6+12/19–20 plus mummy rot)
SA/SQ: Darkvision 60 ft., DR 5/—, despair (sight, paralysis 1d4 rds; Will 17 neg), mummy rot (Fort 17, incub 1 min., 1d6 Con + 1d6 Cha), rebuke undead 6/day (+5, 2d6+13), undead traits, vuln fire
SV: Fort +13, Ref +8, Will +20
AB: S 26, D 12, Cn —, I 8, W 20, Ch 17
SK/F: Conc +8 (+12 cast def), Lis +18, M Sil +5, Spot +18
SPELLS: 1st—*bane* (DC 16), *cmd* (DC 16), *deathw, div favor, doom* (DC 16), *sanct* (DC 16), *shld faith*; 2nd—*curse of ill fortune** (2; 200 ft., –3 checks, 10 min.; DC 17), *hold per* (DC 17), *res energy, silence* (DC 17), *spirit wpn*; 3rd—*anim dead, disp mag, sear lgt* (+12 rg touch) *wrack** (2; 75 ft., 1 humanoid, blind and helpless 10 rds, shaken 3d10 min.; DC 18); 4th—*air walk, dismiss* (DC 19), *div pwr, g vermin, spell imm*; 5th—*ins plague, slay living* (+19 touch; DC 20), *spell resist, symb pain* (DC 20). Domains: Death, Protection
POSS: Breastplate, *sandals str/spr, scarab resist +2* **CR:** 11

**Complete Divine*

D&D ROLEPLAYING STATS Illus. Dave Dorman

Ettin Skirmisher: CE L Giant

HD: 10 (65 hp) **INIT:** +3
AC: 15 (T 8, FF 15) **SPD:** 40 ft.
ATK: 2 morningstars +7/+2 (2d6+11)*
SA/SQ: Low-light, reach 10 ft.; *pow atk –5/+5
SV: Fort +9, Ref +2, Will +5
AB: S 23, D 8, Cn 15, I 6, W 10, Ch 11
SK/F: Lis +10, Srch +1, Spot +10; Pow Atk
POSS: 2 morningstars
CR: 6 **EL:** 15

D&D ROLEPLAYING STATS — Illus. Raven Mimura

Burning Skeleton*: CE M Undead

HD: 5 (32 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Slam +4 (1d6+1 plus 1d6 fire)
SA/SQ: Burn (foes that hit with natural wpns take 1d6 fire dmg), darkvision 60 ft., DR 5/bludg, imm cold and fire, undead traits
SV: Fort +1, Ref +3, Will +5
AB: S 12, D 14, Cn —, I 10, W 13, Ch 10
SK/F: Hide +9, Lis +9, M Sil +10, Srch +5, Spot +9
CR: 3

*Return to the Temple of Elemental Evil

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Bloodhulk Fighter: NE M Undead

HD: 8 (99 hp) **INIT:** +0
AC: 12 (T 10, FF 12) **SPD:** 20 ft.
ATK: Slam +10 (2d6+9)
SA/SQ: Darkvision 60 ft., fragile (takes +1d6 dmg whenever damaged), undead traits
SV: Fort +2, Ref +2, Will +6
AB: S 23, D 11, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
CR: 4

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Fiendish Monstrous Scorpion: CE L Magical Beast (Aug Vermin, Extraplanar)

HD: 5 (32 hp) **INIT:** +0
AC: 16 (T 9, FF 16) **SPD:** 50 ft.
ATK: 2 claws +6 (1d6+4, magic) *and* sting +4 (1d6+2, magic plus poison)
SA/SQ: Constrict 1d6+4, darkvision 60 ft., DR 5/magic, imp grab (claw, grp +11, constrict), poison (Fort 16, 1d4 Con/1d4 Con), resist cold 5 and fire 5, smite good 1/day (+5 dmg), SR 10, tremorsense 60 ft.
SV: Fort +6, Ref +1, Will +1
AB: S 19, D 10, Cn 14, I 3, W 10, Ch 2
SK/F: Climb +8, Hide +4, Spot +8
CR: 4

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Deathlock*: NE M Undead

HD: 3 (19 hp) **INIT:** +6
AC: 13 (T 12, FF 11) **SPD:** 30 ft.
ATK: Bite +1 (1d4)
SA/SQ: Darkvision 90 ft., undead traits, +2 turn resist
SV: Fort +1, Ref +3, Will +4
AB: S 11, D 15, Cn —, I 14, W 13, Ch 14
SK/F: Conc +6, Hide +8, Lis +9, Spell +10, Spot +9
SPELLS: (Spell-like abilities; CL 3rd) At will—*det mag, inflict min* (+1 touch; DC 12), *r mag*; 3/day—*cause fear* (DC 13), *mag missile, summ mons I*; 2/day—*death kn* (DC 14), *ghoul glyph** (1 min., paralysis 1d4+2 rds, up to L creature entering square of glyph plus stench, 10-ft. radius; DC 14)
CR: 3

*Libris Mortis

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Boneclaw*: CE L Undead

HD: 10 (105 hp) **INIT:** +8
AC: 16 (T 13, FF 12) **SPD:** 40 ft.
ATK: 2 piercing claws +7 (2d6+7)**
SA/SQ: Darkvision 60 ft., DR 5/bludg, imm cold, reach 20 ft., undead traits, +2 turn resist; **pow atk –2/+2
SV: Fort +3, Ref +7, Will +9
AB: S 21, D 18, Cn —, I 14, W 14, Ch 19
SK/F: Hide +13, Intim +17, Lis +15, M Sil +17, Srch +15, Spot +15; Cbt Reflex, Pow Atk
CR: 5

*Monster Manual III

D&D ROLEPLAYING STATS — Illus. Dave Allsop

Flind* Captain: NE M Humanoid (Gnoll) Ftr5

HD: 7 (68 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 30 ft.
ATK: Flindbar* +14/+9 (2d4+9/19–20, magic)
SA/SQ: Darkvision 60 ft.
SV: Fort +10, Ref +2, Will +3
AB: S 22, D 12, Cn 16, I 13, W 10, Ch 14
SK/F: Climb +9, Intim +11 (+13 gnolls), Jump +9, Lis +5, Spot +5; Imp Disarm, Leadership 9 (11 gnolls)
POSS: Mwk studded leather, +1 *hvy steel shield*, +1 *flindbar**, *periapt Wis +2*
CR: 7 **EL:** 9

*Monster Manual III

D&D ROLEPLAYING STATS — Illus. Vinod Rams

Dolgrim*: CE S Aberration War1

HD: 1 (8 hp) **INIT:** +1
AC: 15 (T 12, FF 14) **SPD:** 20 ft.
ATK: Morningstar +4 (1d6+2) *and* crossbow +3 rg (1d6/19–20); **or** morningstar +4 (1d6+2) *and* spear +4 (1d6+1/×3)
SA/SQ: Darkvision 60 ft., DR 5/byeshk*, grp +3
SV: Fort +1, Ref +1, Will +3
AB: S 15, D 13, Cn 12, I 8, W 9, Ch 6
SK/F: Climb +5, Hide +4, Lis +1, Spot +1
POSS: Leather, lt wooden shield, morningstar, spear, lt crossbow, case w/ 10 bolts
CR: 1 **EL:** 2

**Eberron™ *Campaign Setting*

D&D ROLEPLAYING STATS — Illus. Des Hanley

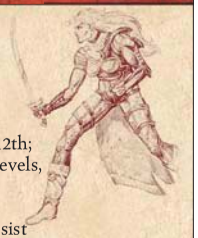
Bullywug* Thug: CE M Humanoid (Aquatic) War2

HD: 2 (17 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 20 ft., S 30 ft.
ATK: Spear +3 (1d6+1); **or** spear +2 rg (1d6+1)
SA/SQ: Marsh move (not slowed)
SV: Fort +7, Ref +0, Will –1
AB: S 13, D 11, Cn 18, I 6, W 5, Ch 4
SK/F: Hide +0 (+6 marsh), Jump –4, Lis –2, Spot –2, Swim +9
POSS: Leather, shortspear, *pot b's strength, 2 pot cure mod*
CR: 1

*Monsters of Faerûn

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Ravenous Vampire: CE M Undead (Aug Hum [Human]) Bbn5



HD: 5 (38 hp) **INIT:** +7

AC: 22 (T 13, FF 22) **SPD:** 45 ft.

ATK: Scimitar +12 (1d6+9/18–20); **or**
slam +11 (1d6+6, magic plus energy drain)

SA/SQ: Blood drain (pin, 1d4 Con/rd, +5 hp, grp +11), darkvision 60 ft., dominate (standard, 30 ft., as *dom per*, CL 12th; Will 15 neg), DR 10/silver and magic, energy drain (2 neg levels, +10 hp; Fort 15 removes), fast heal 5, *gas form* (CL 5th), rage 2/day (3 rds, +4 Str, +2 Will, –2 AC), resist cold 10 and electricity 10, imp uncanny dodge, undead traits, +4 turn resist

SV: Fort +6, Ref +8, Will +4

AB: S 22, D 17, Cn —, I 10, W 12, Ch 16

SK/F: Bluff +11, Climb +14, Hide +11, Intim +11, Jump +18, Lis +19, M Sil +11, Srch +8, S Mot +9, Spot +15; Cbt Reflex, Dodge, Pow Atk

POSS: Mwk studded leather, scimitar, *cloak resist +2*

CR: 7 **EL:** 13

Forest Troll*: CE M Giant

HD: 5 (47 hp) **INIT:** +7

AC: 18 (T 13, FF 15) **SPD:** 30 ft., C 20 ft.

ATK: 2 claws +6 (1d4+3 plus poison) *and*
bite +1 (1d4+1); **or**
javelin +6 rg (1d6+3 plus poison)

SA/SQ: Darkvision 60 ft., fast heal 5, low-light, poison (Fort 17, 1d6 Con/1d6 Con), scent

SV: Fort +9, Ref +4, Will +1

AB: S 17, D 16, Cn 21, I 11, W 11, Ch 6

SK/F: Climb +11, Hide +6 (+8 jungle/forest), Lis +5, Spot +5, Surv +5; Track

POSS: 3 javelins

CR: 4 **EL:** 10

**Monster Manual III*

Vampire Spawn: CE M Undead

HD: 4 (29 hp) **INIT:** +6

AC: 15 (T 12, FF 13) **SPD:** 30 ft.

ATK: Slam +5 (1d6+4 plus energy drain)

SA/SQ: Blood drain (pin, 1d4 Con/rd, +5 hp, grp +5), darkvision 60 ft., domination (standard, 30 ft., as *dom pers*, CL 5th; Will 14 neg), DR 5/silver, energy drain [(1 neg level, +5 hp; Fort 14 removes), fast heal 2, *gas form* (CL 6th), resist cold 10 and electricity 10, undead traits, +2 turn resist

SV: Fort +1, Ref +5, Will +5

AB: S 16, D 14, Cn —, I 13, W 13, Ch 14

SK/F: Bluff +6, Climb +8, Hide +10, Jump +8, Lis +11, M Sil +10, Srch +8, S Mot +11, Spot +11

CR: 4

Kenku Sneak*: NE M Humanoid (Kenku) Rog1

HD: 1 (5 hp) **INIT:** +7

AC: 16 (T 13, FF 13) **SPD:** 30 ft.

ATK: Sword –1 (1d6–1/19–20); **or**
sap –1 (1d6–1 nonlethal); **or**
2 claws –1 (1d3–1); **or**
shortbow +3 rg (1d6/×3)

SA/SQ: Great ally (+3 aid another and +4 flank), low-light, mimicry* (imitate sounds/voices, Bluff), sneak atk +1d6, trapfinding

SV: Fort –1, Ref +5, Will +1

AB: S 8, D 17, Cn 8, I 12, W 13, Ch 14

SK/F: Bluff +6, D Dev +5, Disg +6, Hide +6, Lis +3, M Sil +6, Open L +7, Srch +3, Slgt Hand +5, Spot +3, Tmbl +5

POSS: Leather, buckler, short sword, sap, shortbow, quiver w/ 20 arrows

CR: 1

**Monster Manual III*

Zombie White Dragon* (Young Adult): N L Undead

HD: 15 (130 hp) **INIT:** –1

AC: 15 (T 8, FF 15) **SPD:** 60 ft., B 30 ft., F 200 ft. (Cl), S 60 ft.

ATK: Bite +18 (2d6+4, magic)

SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 40 ft.; 2d6 cold; Ref 14 half), DR 5/magic, DR 5/slash, darkvision 120 ft., icewalking, imm cold, low-light, reach 10 ft. (bite), single actions only, SR 16, undead traits

SV: Fort +9, Ref +8, Will +9

AB: S 19, D 8, Cn —, I —, W 10, Ch 4

SK/F: Swim +12

CR: 5

**Draconomicon*

Orc Savage: CE M Humanoid (Orc) Bbn2

HD: 2 (22 hp) **INIT:** +2

AC: 12 (T 12, FF 12) **SPD:** 40 ft.

ATK: Club +5 (1d10+4)

SA/SQ: Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge

SV: Fort +5, Ref +2, Will +0

AB: S 17, D 15, Cn 14, I 8, W 10, Ch 6

SK/F: Intim +3, Jump +9, Lis +4, Spot +0, Surv +4; Endur

POSS: Greatclub (stone axe)

CR: 2